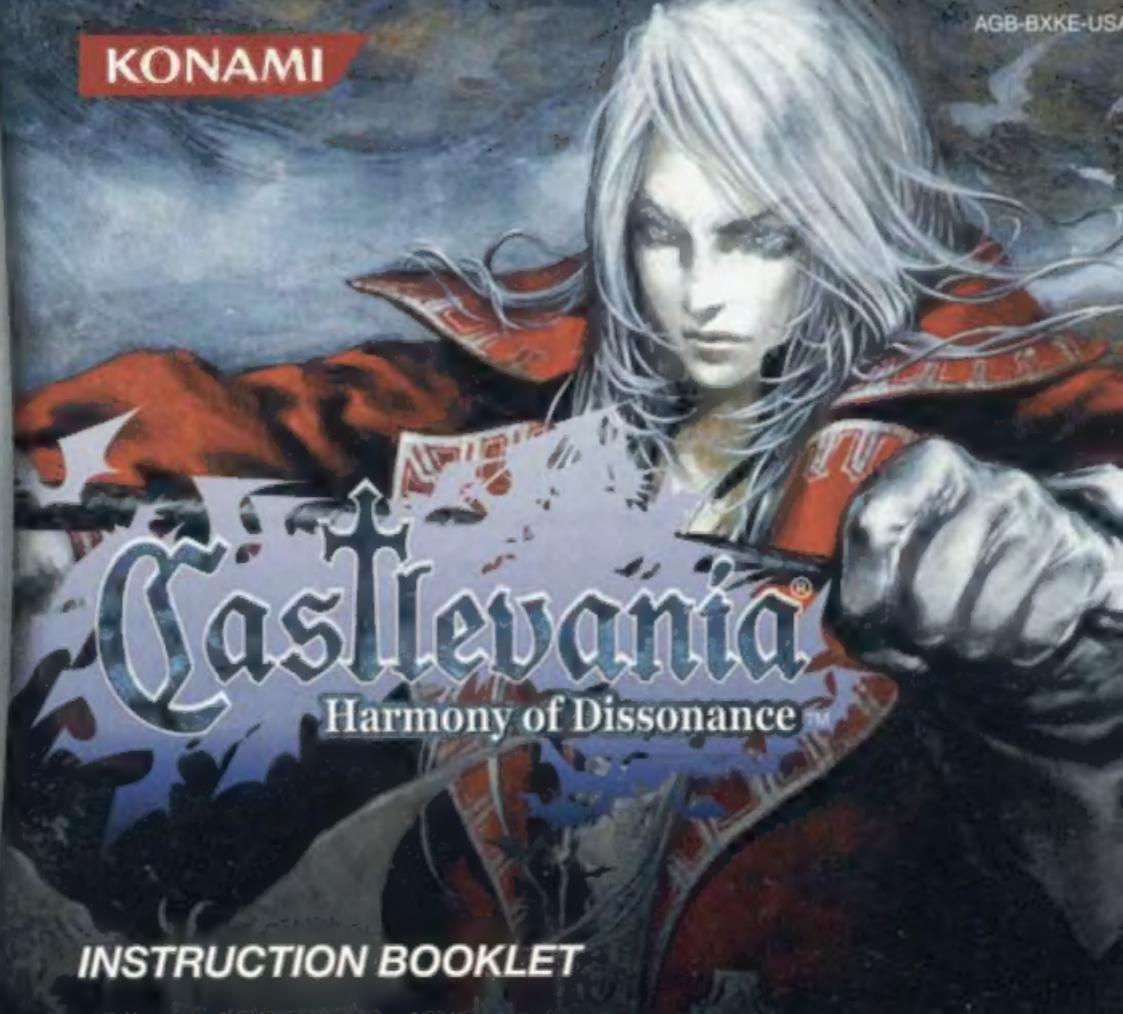


GAME BOY ADVANCE

KONAMI

AGB-BXKE-USA



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

TEEN



Violence
Animated Blood

ESRB CONTENT RATING

www.esrb.org

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Prologue

Fifty years have passed since Simon Belmont vanquished the curse of Dracula.

Fate has dictated that Juste Belmont, blood descendant of the Belmont Family, hunt for the relics of Dracula.

One day, Juste's best friend, Maxim, who had set out on a training expedition two years earlier, returned unexpectedly... his body covered with wounds.



He informs Juste that Lydie, a childhood friend whom they both deeply care about, has been kidnapped.

Maxim has completely lost his memory of his time training away from home, and only has vague images of the kidnapping.

Ignoring his bodily injuries, Maxim leads Juste to the place where he believes Lydie is being held captive.

Passing through thick fog, the two men happened upon a castle undocumented on any map. Could this be the fabled Dracula's castle?

Standing solemnly in the night, this forbidding castle welcomes its unexpected guests as the moonlight shines upon it...

Starting a Game



Starting a Game

Insert the Game Pak into the GameBoy® Advance and turn on the power.

Select START GAME and press the A Button at the title screen to begin game play.



Game System

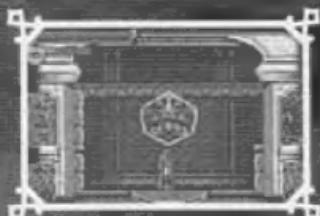
The castle map is gradually revealed as the player progresses through the castle. The player will come across various items, some of which can be used to help defeat monsters, during game play.

Saving & Loading



Saving and Loading a Game

The main character in this game gains experience while advancing through the story. It is possible to save a game (character level, experience points, items, and game progress) onto the Game Pak. When the game is next played, previously saved data may be loaded and played from the point where the user left off by selecting the save game file from the Select Data screen. A maximum of three save files may be stored on the Game Pak; therefore, up to three players can save their progress using this Game Pak.



Save

Games may be saved in a Save Room. Pressing up on the Control Pad in front of the glowing orb will bring up a message asking the player if he/she would like to save. All game progress conditions will be saved.

Quick Save

This game is equipped with a *Quick Save* feature for those times when you need to save the game quickly, such as when on a train or when something comes up suddenly, but aren't close to a *Save Room*. *Quick Save* allows the player to save the game anytime and anywhere by selecting *SAVE ROOM* on the *Status Screen*, this excludes certain cases, such as during boss battles and during story events.

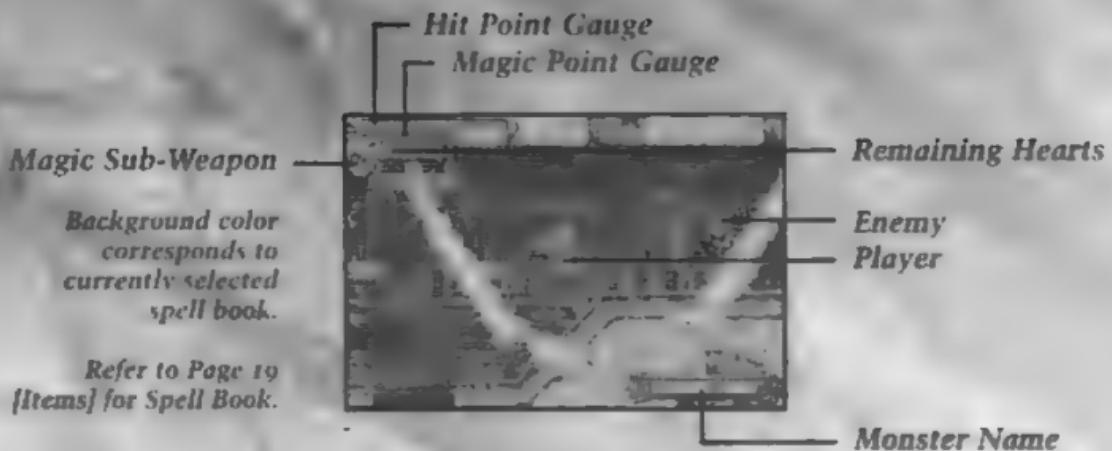
However, when *Quick Save* data is loaded, the game resumes from the last *save room* the player used. Experience points, items, and story progress will be saved from the point that the game was saved using *Quick Save*.

*Note that *Quick Save* cannot be used if the game has not yet been saved in a *Save Room*.*

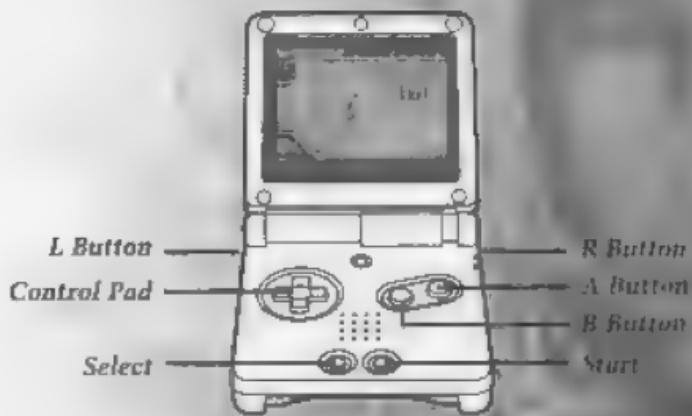
Load

Previously saved games can be continued by selecting the save data file from the *Select Data Screen*. When *Quick Save* data is loaded, the start location will be the last *Save Room* used by the player. However, character level, experience points, and items, will be restored to their state at the time of the *Quick Save*.

Game Screen



Button Controls



**L Button/Left Dash
Control Pad/Movement
Start/Status Screen Display
Select/Map Screen**

**R Button/Right Dash
A Button/Jump
B Button/Attack**

Control Pad
Move player

Control Pad A
Crouch

A Button
Jump

*Distance of jump changes depending
on how long the button is pressed*

B Button
Attack with Whip

L Button
Quick dash left

R Button
Quick dash right

Start
Display status screen

Select
Display map screen

Control Pad ↑+B Button
Attack with sub-weapon

Control Pad - L and R Buttons
*switch spell book on/off; possible to
switch on/off via sub-screen*

*B Button held down: (controlled) tail
Brandish whip*

*Control Pad (crouching): B Button
Jump down when floor is thin*

Status Screen

Enter the Status Screen by pressing START on the Control Pad. Various information including player parameters, money in possession, and experience points can be confirmed on this screen. Make selections with the Control Pad. Select with the A Button and cancel using the B Button.

Current Experience
Points

Experience Points
to Next Level

Selected Spell Book

Character Illustration

Message Window

Current Job

Play Time

Money Total

Options

Parameters

Help



EQUIP

Display of items in player's possession that may be equipped. Equipped items can be changed.

ITEMS

Confirm the number of expendable items, such as recovery items, in player's possession. Items are used through this screen.

SPELL BOOK

Display of selectable spell books in player's possession. Turn the selected spell book on and off.

RELICS

Display of magical relics in player's possession. Enable/disable them through this screen.

KEY CONFIG

Change button configurations.

SECRET INFO

Display of various items and information when certain conditions are met. Try to meet these conditions.

SAVE ROOM

Quick save. Current game progress is saved to the last save room that the player visited and saved at. See page 7 (Saving and Loading) for a more detailed description.

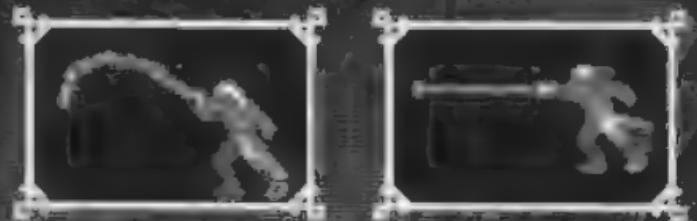
The Player

Player Attack

The player, Justic Belmont, has two different types of attacks: one with his whip and one using a sub-weapon.

Attacking with the whip

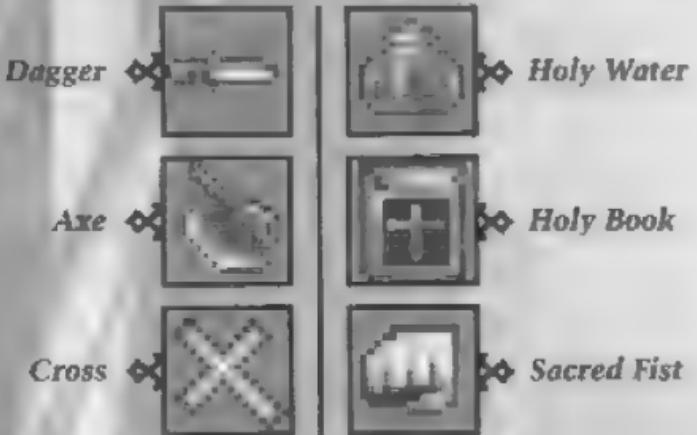
Justic's main attack is cracking the whip forward in a straight line. Holding down the attack button and using the Control Pad allows the player to brandish the whip in all directions.



ii. Attacking with a sub-weapon

Attacking with a sub-weapon consumes hearts. Only one sub-weapon can be used at a time. Sub-weapons are used by pressing up on the Control Pad while pressing the attack button (B Button).

The six types of sub-weapons are shown below.



Spell Fusion

What is Spell Fusion?

Spell Fusion is a mode of attack in which the player can use a variety of different magic spells. Through this mode, the player can combine a spell book with a sword book to cast magic spells.

Magical attack, combining player magic and sword, can unleash an extremely powerful attack capable of giving the player the upper hand. These type of attack is called by performing by turning a spell book on through the SPELL BOOK menu on the Status Screen and using a stab weapon attack. When the spell book is turned off, the attack becomes a normal stab-weapon attack. Spell books are hidden throughout the castle. The five different types of spell books are outlined on page 16.

Fire Book

The player can cast various spells using the flame power added to the sub-weapon.



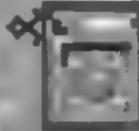
Ice Book

The player can cast various spells using the ice power added to the sub-weapon.



Bolt Book

The player can cast various spells using the lightning power added to the sub-weapon.



Wind Book

The player can cast various spells using the wind power added to the sub-weapon.



Summoning Tome
Various apparitions corresponding to the different types of sub-weapons are summoned from the nether world.

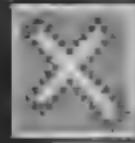
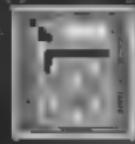
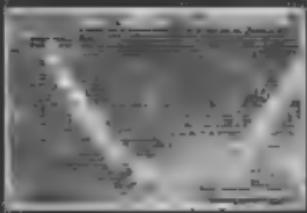
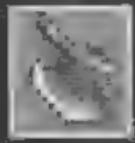
The following are examples of the many different spells that may be cast:

1. Fire Book + Axe = Soul of Hydro

Two fire dragons will attack the enemy.

2. Wind Book + Cross = Guardian Cross

Crosses orbit around the player and ward off enemy attacks.



Items



There are five broad classifications of item types that the player can obtain.

Equip Items

Items that boost whip strength or the player's defensive ability. The whip can be made stronger by equipping it with stones having special magical powers.

Expendable Items

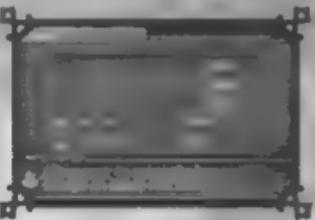
Items that are used up when used, such as recovery items. These items can be used by selecting ITEMS on the Status Screen Menu.

Spell Book

Spell books can enable the use of spell fusion by combining with a sub-weapon. There are spell books with different attributes, including the Fire Book and the Bolt Book.

Relics

These items are necessary in progressing through the game. By the player simply having them in his possession, certain special effects can be performed. The player can turn the effect of each relic on and off. The relic's effect is disabled when turned off.

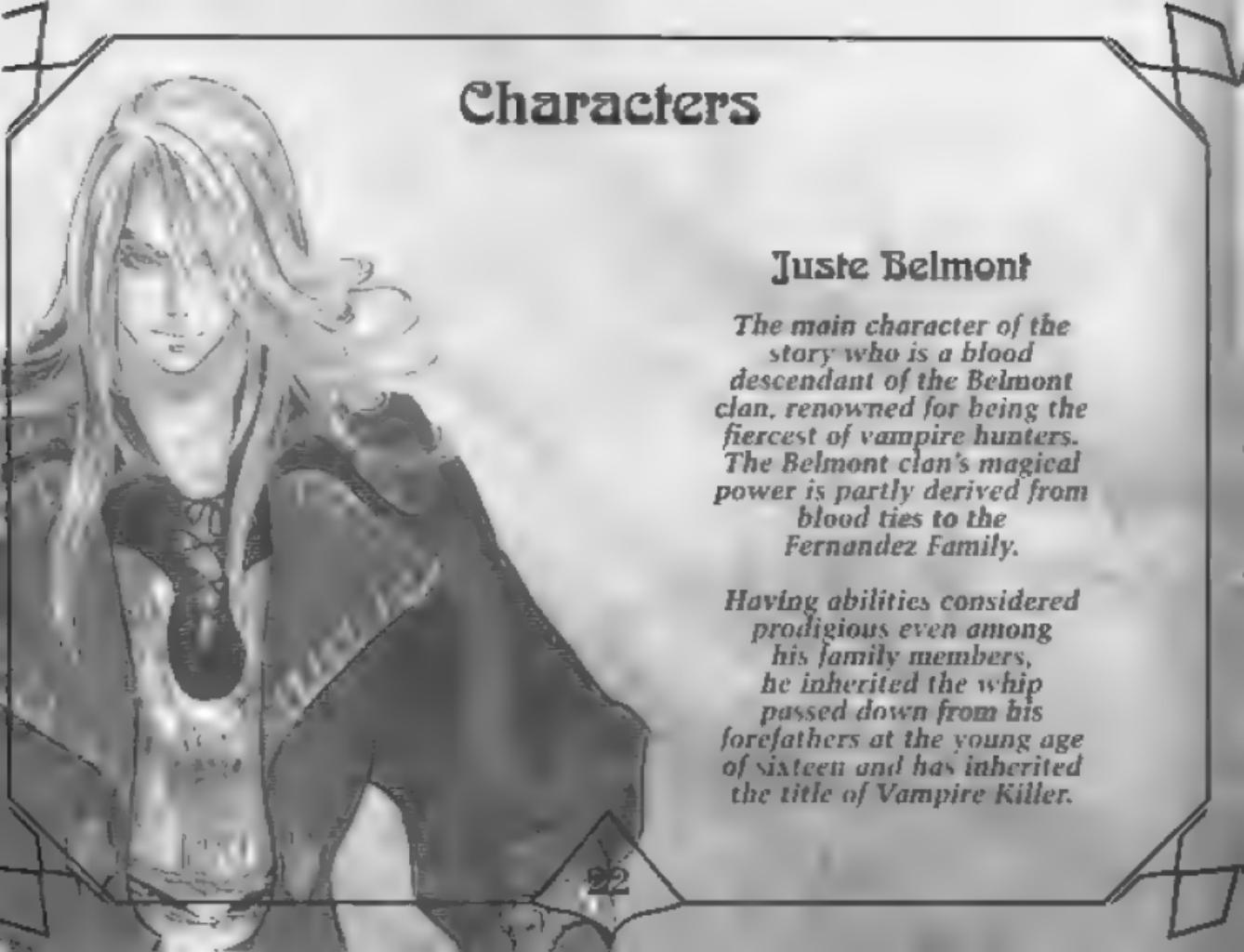


Collectibles

The collectibles are completely unrelated to the progression of the game. They can be displayed in a special room set aside for viewing.

Hints & Tips

- **How to defend against the whip attack:** Use the *L* and *R* Buttons to move into and out of harm's way.
- **How to use the traps to your advantage:** Utilizing them effectively to defeat enemies that are difficult to battle with the whip!
- **How to use the *Book of Magic* as a combat tool when the going gets tough:** It's definitely helpful to remember your favorite combinations of spell books and sub-weapons!
- **How to find hidden items in an immense castle:** Keep checking the map by using *SELECT* as you search every corner. Thorough investigation is bound to turn up secret items hidden within the castle walls!



Characters

Juste Belmont

The main character of the story who is a blood descendant of the Belmont clan, renowned for being the fiercest of vampire hunters. The Belmont clan's magical power is partly derived from blood ties to the Fernandez Family.

Having abilities considered prodigious even among his family members, he inherited the whip passed down from his forefathers at the young age of sixteen and has inherited the title of Vampire Killer.

Maxim Kischine

A childhood friend and rival of Juste. Wields a unique sword called the Stellar Sword. He departed on a training expedition two years ago, right after Juste inherited the title of Vampire Killer.



Lydie Erlanger

*A childhood friend
of both Juste and
Maxim.*

*Her presence is both
comforting and
invaluable to these
two young men who
are undergoing strict
physical training.*



Credits

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DIRECTOR

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CHIEF PROGRAMMER

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CHIEF DESIGNER

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Shigeru Miyamoto

ENEMY PROGRAMMER

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BACKGROUND DESIGNER

Mitsuko Ueda

SOUND PROGRAMMER

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EXTRA STAGE MUSIC

Mitsuru Yamane

PRODUCT DESIGNER

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Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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